

In the Claims

Claims 15-31 have been canceled.

Claims 32-48 have been added.

Claims 1-14 and 32-48 remain in the application and are listed as follows:

1. (Original) A software object for use in a media processing filter graph, the interface comprising:

an input, coupled to a media source, to receive content from the media source; and

a dynamically determined plurality of outputs, each responsive to the input and coupled to a source processing chain, to provide each of the source processing chains with media content requested from a single instance of the media source in accordance with a user defined media processing project.


2. (Original) A software object according to claim 1, wherein the software object alleviates each source processing chain from opening an independent instance of the source.

3. (Original) A software object according to claim 1, wherein the number of outputs are dynamically determined by the number of independent processing chains required to process media content from the media source.

4. (Original) A software object according to claim 1, wherein the source processing chains are comprised of filter graph filters which uniquely transform the media content in some way.

5. (Original) A software object according to claim 1, wherein the object receives requests for media content from one or more of the source processing chains and satisfies said requests.

6. (Original) A software object according to claim 5, wherein the object issues seek commands to the media source to satisfy the request(s) for media content.

 7. (Original) A software object according to claim 5, wherein the object serializes simultaneous requests for media from the source received from multiple source chains.


8. (Original) A software object according to claim 7, wherein the interface prioritizes the serialized requests based, at least in part, on a relative project time of each of the requested clips.

9. (Original) A software object according to claim 6, wherein the object receives request for media content from a user through a higher-level application, and issues a seek command to satisfy the request.

10. (Original) A software object according to claim 1, wherein multiple objects are invoked and coupled to an associated multiple instances of source filters to satisfy multiple simultaneous requests for content from the sources.

11. (Original) A software object according to claim 1, wherein the object is exposed by an operating system executing on a computing system implementing a media processing system.

12. (Original) A software object according to claim 1, wherein the object is an instance of a segment filter exposed to a media processing system executing on a computer system through a render engine.

 13. (Original) A storage medium comprising a plurality of executable instructions which, when executed, implement a software interface according to claim 1.

14. (Original) A computing system comprising:
a storage medium having stored therein a plurality of executable instructions; and
an execution unit, coupled to the storage medium, to execute at least a subset of the plurality of executable instructions to implement an interface according to claim 1.

15. (Canceled).

16. (Canceled).

17. (Canceled).

18. (Canceled).

19. (Canceled).

20. (Canceled).

21. (Canceled).

22. (Canceled).

23. (Canceled).

24. (Canceled).

25. (Canceled).

26. (Canceled).

27. (Canceled).

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28. (Canceled).

29. (Canceled).

30. (Canceled).

31. (Canceled).

32. (New) A software object coupled to a source processing chain in a media processing filter graph comprising:

a software object input, coupled to a media source, to receive content from the media source;

a dynamically determined plurality of software object outputs, each responsive to the software object input and coupled to a plurality of source processing chain, to provide each of the source processing chains with media content requested from a single instance of the media source in accordance with a user defined media processing project;

the source processing chain comprising:

a scalable, dynamically reconfigurable matrix switch having a plurality of inputs and a plurality of outputs;

at least one matrix switch input being communicatively linked with a first processing chain portion;

at least one other matrix switch input being communicatively linked with a second processing chain portion;

the matrix switch being configured to dynamically couple one or more of the matrix switch inputs to one or more of the matrix switch outputs.

33. (New) The software object coupled to the source processing chain of claim 32, wherein the matrix switch is configured to dynamically couple said one or more matrix switch inputs to said one or more matrix switch outputs based, at least in part, on a media time associated with the user defined media processing project.

34. (New) The software object coupled to the source processing chain of claim 32, wherein the matrix switch is configured to dynamically couple said one or more matrix switch inputs to said one or more matrix switch outputs based, at least in part, on a project time associated with the user defined media processing project.

35. (New) The software object coupled to the source processing chain of claim 32, wherein the matrix switch is configured to dynamically couple said one or more matrix switch inputs to said one or more matrix switch outputs based, at least in part, on content of a matrix switch programming grid..

36. (New) The software object coupled to the source processing chain of claim 32, wherein the matrix switch is configured to dynamically couple said one or more matrix switch inputs to said one or more matrix switch outputs based, at least in part, on a media time associated with the user defined media processing project, a project time associated with the user defined media processing project, and content of a matrix switch programming grid.

37. (New) The software object coupled to the source processing chain of claim 32, wherein the software object alleviates each source processing chain from opening an independent instance of the source.

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38. (New) The software object coupled to the source processing chain of claim 32, wherein the number of software object outputs are dynamically determined by the number of independent processing chains required to process media content from the media source.

39. (New) The software object coupled to the source processing chain of claim 32, wherein the object receives requests for media content from one or more of the source processing chains and satisfies said requests.

40. (New) The software object coupled to the source processing chain of claim 39, wherein the object issues seek commands to the media source to satisfy the request(s) for media content.

41. (New) The software object coupled to the source processing chain of claim 39, wherein the object serializes simultaneous requests for media from the source received from multiple source chains.

42. (New) The software object coupled to the source processing chain of claim 41, wherein the object prioritizes the serialized requests based, at least in part, on a relative project time of each of the requested clips.

43. (New) The software object coupled to the source processing chain of claim 32, wherein the software object is an instance of a segment filter exposed to a media processing system executing on a computer system through a render engine.

44. (New) A storage medium comprising executable instructions which, when executed, implement a system comprising:

means for coupling to a media source to receive content from the media source to provide an input;

means for dynamically determining a plurality of outputs, each responsive to the input and coupled to a plurality of source processing chains, to provide each of the source processing chains with media content requested from a single instance of the media source in accordance with a user defined media processing project;

the source processing chain comprising:

a scalable, dynamically reconfigurable matrix switch having a plurality of inputs and a plurality of outputs;

at least one matrix switch input being communicatively linked with a first processing chain portion;

at least one other matrix switch input being communicatively linked with a second processing chain portion;

the matrix switch being configured to dynamically couple one or more of the matrix switch inputs to one or more of the matrix switch outputs.

45. (New) The storage medium of claim 44, wherein the instructions implement a system in which the matrix switch is configured to dynamically couple said one or more matrix switch inputs to said one or more matrix switch outputs based, at least in part, on a media time associated with the user defined media processing project.

46. (New) The storage medium of claim 44, wherein the instructions implement a system in which the matrix switch is configured to dynamically couple said one or more matrix switch inputs to said one or more matrix switch outputs based, at least in part, on a project time associated with the user defined media processing project.

47. (New) The storage medium of claim 44, wherein the instructions implement a system in which the matrix switch is configured to dynamically

couple said one or more matrix switch inputs to said one or more matrix switch outputs based, at least in part, on content of a matrix switch programming grid.

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48. (New) The storage medium of claim 44, wherein the instructions implement a system in which the matrix switch is configured to dynamically couple said one or more matrix switch inputs to said one or more matrix switch outputs based, at least in part, on a media time associated with the user defined media processing project, a project time associated with the user defined media processing project, and content of a matrix switch programming grid.
